

Alpine Tram Ride™

How to load it.
How to use it.
How to learn
from it.

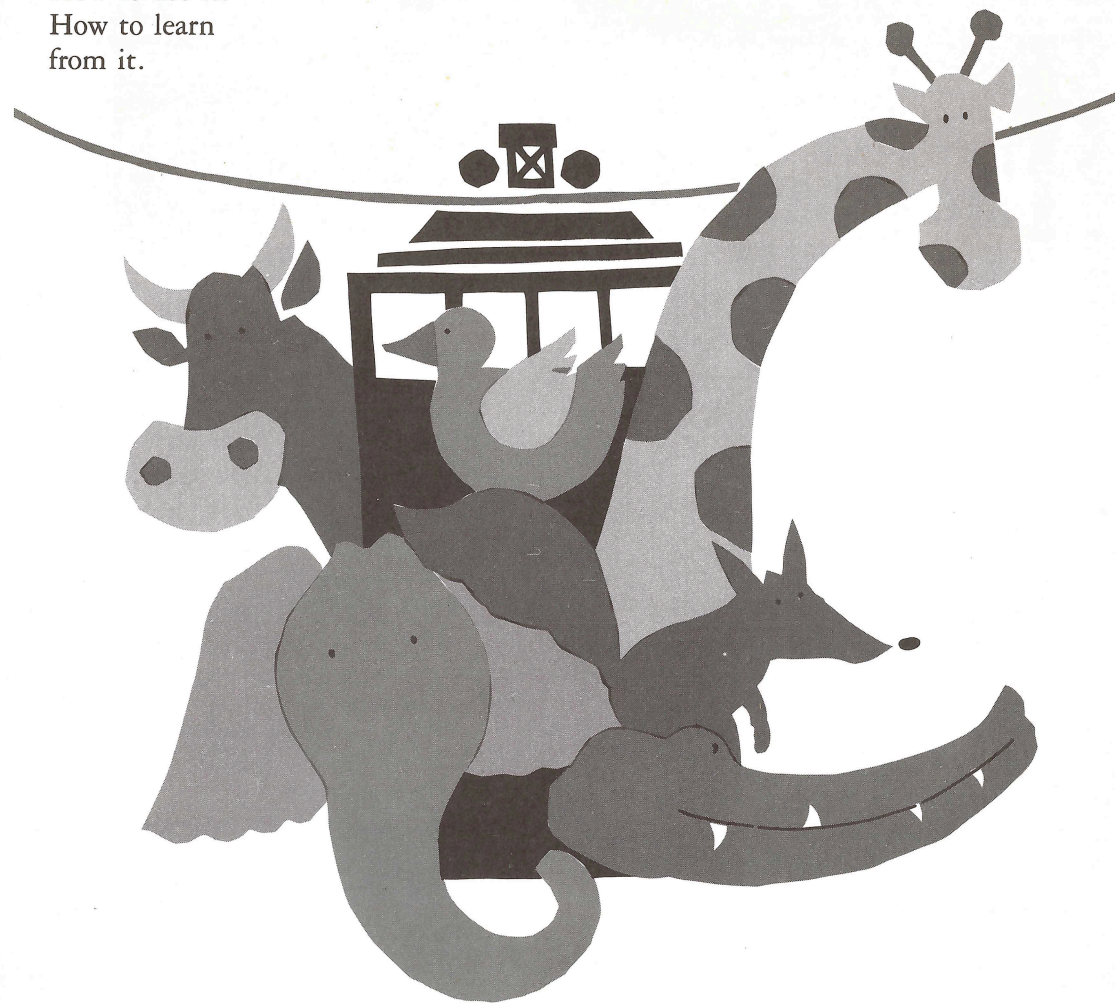
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ALL ABOUT IT

Who's taking the *Alpine Tram Ride*™? The four animal passengers are all aboard, one animal per tram car...but the doors of the cars are closed tightly. There are ten possible animal passengers. Can you discover which animal is in each car? To solve the mystery, try various number combinations of four animals and receive clues as to their identity and placement. Once you discover who's aboard and where each is sitting, the tram ride will begin.

HOW TO LOAD IT

Discover which animal is in each tram car.

HOW TO LOAD IT

Instructions for loading the Apple II, II+, IIe, and IIC

For the Apple II and II+:

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer and the monitor.
3. The program will load automatically.
4. If the computer is already on, press **RESET** to restart the program or type PR#6 and press **RETURN**.

For the Apple IIe and IIC:

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer and the monitor.
3. The program will load automatically.
4. If the computer is already on, press the **OPEN APPLE**, **CONTROL** and **RESET** keys simultaneously. The program will take several seconds to load. After it does, simply follow the directions on the screen to run the rest of the program.

On the Apple IIe and IIC, make sure **CAPS/LOCK** is depressed before you run the program.

Instructions for loading the Commodore 64 and 128

For the Commodore 64:

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer, the disk drive and the monitor.
3. The screen will display the word READY.

4. Type the following:
LOAD "PANDA",8,1
5. Press **RETURN**. The program will take several seconds to load. After it does, simply follow the directions on the screen to run the rest of the program.

For the Commodore 128: If you are using a Commodore 128, you can use it just as if it were a Commodore 64. You may enter the C64 mode in one of two ways:

1. With the power OFF, hold down the **COMMODORE** key and press the ON/OFF switch. The familiar blue C64 screen display will appear with the word READY. From there, simply load the program as you would on the C64.
2. When the computer is running in the C128 mode, type the BASIC command and GO 64. Then, press **RETURN**. The computer will then respond with the words: ARE YOU SURE? Press **Y** and **RETURN** simultaneously and you will automatically enter the C64 mode. Now load the program as you would with a Commodore 64.

Instructions for loading the IBM PC and PCjr

1. The IBM or compatible machine you are using should have the following:
 - * A minimum of 128K memory.
 - * A 2.0 or higher version of DOS.
 - * A color graphics adapter card.
2. Insert the Disk Operating System (DOS) master diskette into drive A. Switch on the computer and monitor.
3. Press the **ENTER** key until the A> prompt appears. Remove the DOS diskette and insert the LTI program diskette. Type LTI and then press **ENTER**.
4. The program will load in a few seconds. When it does, simply follow the directions on the screen.
5. To leave the program at any time to return to DOS or to choose another program option, press **ESC**.

4. Type the following:
LOAD "PANDA",8,1
5. Press **RETURN**. The program will take several seconds to load. After it does, simply follow the directions on the screen to run the rest of the program.

For the Commodore 128: If you are using a Commodore 128, you can use it just as if it were a Commodore 64. You may enter the C64 mode in one of two ways:

1. With the power OFF, hold down the **COMMODORE** key and press the ON/OFF switch. The familiar blue C64 screen display will appear with the word READY. From there, simply load the program as you would on the C64.
2. When the computer is running in the C128 mode, type the BASIC command and GO 64. Then, press **RETURN**. The computer will then respond with the words: ARE YOU SURE? Press **Y** and **RETURN** simultaneously and you will automatically enter the C64 mode. Now load the program as you would with a Commodore 64.

Instructions for loading the IBM PC and PCjr

1. The IBM or compatible machine you are using should have the following:
 - * A minimum of 128K memory.
 - * A 2.0 or higher version of DOS.
 - * A color graphics adapter card.
2. Insert the Disk Operating System (DOS) master diskette into drive A. Switch on the computer and monitor.
3. Press the **ENTER** key until the A> prompt appears. Remove the DOS diskette and insert the LTI program diskette. Type LTI and then press **ENTER**.
4. The program will load in a few seconds. When it does, simply follow the directions on the screen.
5. To leave the program at any time to return to DOS or to choose another program option, press **ESC**.

HOW TO USE IT

1. Select Options:

A. Sound - When the screen reads, DO YOU WANT SOUND?, do either of the following:

Press **Y** to hear all sound effects.

Press **N** to turn off all sound effects.

B. Directions - When the screen reads, DO YOU WANT DIRECTIONS?, do either of the following:

Press **Y** to see directions.

Press **N** to not see directions.

2. **Make your first guess:** At the left of the screen are four empty boxes stacked on top of each other. Each box represents a tram car which must be filled with an animal. Ten animals are at the top of the screen, each with a corresponding number. The animals you select (and the order in which you select them) are your first clues as to which animal is in which car.

3. **Receive Clues:** Dots will appear directly below the "tram" boxes after each entry. These dots are important clues:

A. Each light dot tells you how many animals you have guessed correctly.

B. Each dark dot tells you how many of the animals you have correctly placed in the cars. Figure 1 illustrates how you can learn from these clues. The three light dots in the last entry tell you that three of the animals you guessed are passengers, but they are not in their correct cars; the one dark dot tells you that one of the animals you guessed is in the correct car.

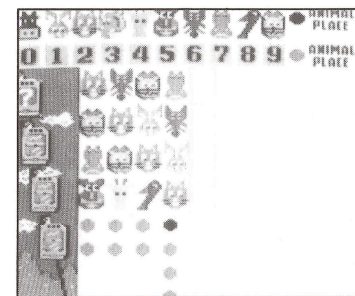


Figure 1

4. **Continue to enter numbers and analyze clues:** With each new entry you may repeat and reverse previously entered animal combinations to detect patterns.

5. **Solving it:** When you receive four dark dots under an entry, you've solved the passenger list mystery!

Press the **SPACE BAR** to see your score and move on to the next problem.

6. **See your score:** The number of tries it took you to solve the puzzle is your score. Your score will automatically appear on the screen after the words NUMBER OF TRIES. Each time you play, try to receive a lower score.

7. **To play again:** Press **SPACE BAR** to try a new problem.

8. **Can't solve it?** To see the correct solution, press:

Apple: **CONTROL** and **D**

Commodore: **F1**

IBM: **F1**

Each correctly identified animal will appear in its correct tram car. Then, press **SPACE BAR** to begin again.

To quit the program:

Apple and Commodore: Turn the machine off.

IBM: Press **ESC** to return to DOS.

HOW TO LEARN FROM IT

Alpine Tram Ride TM will develop the following problem-solving strategies:

- * Analyzing clues
- * Making inferences
- * Drawing logical conclusions
- * Detecting patterns
- * Experimenting with solutions

Problem-solving strategies apply to all school subjects and generate life-long learning skills.

Development of such high-level, non-verbal thinking leads to greater understanding, increased awareness, and expanded powers of creativity.

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